

CLAIMS

1. A method for managing tasks performed on a computer capable of coupling
5 over a network to a network-based media server, said method comprising:
- receiving tasks to be performed from at least one client application operating
on the computer, the tasks pertaining to one or more different media-based actions,
and the tasks involving interaction with the media server over the network;
- activating an operation at the computer to respond to each of the tasks; and
10 coordinating performance of the activated operations in accordance with
priority levels associated with the different media-based actions of the tasks, the
different ones of the different media-based actions having different priority levels.
2. A method as recited in claim 1, wherein the priority levels are provided on a
15 per-computer basis or a per-user basis.
3. A method as recited in claim 1, wherein said coordinating operates to
coordinate the execution of the activated operations pertaining to a particular user of
the computer based on the priority levels.
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4. A method as recited in claim 1, wherein the priority levels associated with the
different media-based actions are user-modifiable.
5. A method as recited in claim 1, wherein the different media-based actions
25 include at least: previewing media, browsing media, purchasing media, and
downloading media.
6. A method as recited in claim 5, wherein the media includes at least one of
audio, video or images.

7. A method as recited in claim 6, wherein the at least one client application is a client media player program.

5 8. A method as recited in claim 1, wherein the at least one client applications is a client media player program.

9. A method as recited in claim 1,

wherein the media includes at least audio, and

10 wherein the different media-based actions of the media server include at least: previewing music, browsing music, purchasing music, and downloading music.

10. A method as recited in claim 9, wherein the priority levels associated with the different media-based actions are user-modifiable.

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11. A computer readable medium including at least computer program code for managing tasks performed on a computer capable of coupling over a network to a network-based media server, said computer readable medium comprising:

20 computer program code for receiving tasks to be performed from at least one client application operating on the computer, the tasks pertain to one or more different media-based actions, and the tasks involving interaction with the media server over the network; and

25 computer program code for coordinating performance of the tasks in accordance with priority levels associated with the different media-based actions of the tasks, the different ones of the different media-based actions having different priority levels.

12. A computer readable medium as recited in claim 11, wherein the priority levels are provided on a per-computer basis or a per-user basis.

13. A computer readable medium as recited in claim 11, wherein said computer program code for coordinating operates to coordinate the performance of the tasks pertaining to a particular user of the computer based on the priority levels.

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14. A computer readable medium as recited in claim 11, wherein the priority levels associated with the different media-based actions are user-modifiable.

15. A computer readable medium as recited in claim 11, wherein the different media-based actions include at least: previewing media, browsing media, purchasing media, and downloading media.

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16. A computer readable medium as recited in claim 15, wherein the media includes at least one of audio, video or images.

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17. A computer readable medium as recited in claim 16, wherein the at least one client application is a client media player program.

18. A computer readable medium as recited in claim 11, wherein the at least one client application is a client media player program.

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19. A computer readable medium as recited in claim 11,
wherein the media includes at least audio, and
wherein the different media-based actions of the media server include at
least: previewing music, browsing music, purchasing music, and downloading music.

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20. A computer readable medium as recited in claim 19, wherein the priority levels associated with the different media-based actions are user-modifiable.

21. A computer readable medium as recited in claim 11, wherein said computer program code for receiving and said computer program code for coordinating are part the at least one application program.

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22. A computer readable medium as recited in claim 11, wherein said computer program code for receiving and said computer program code for coordinating are part an operating system program that operates on the computer.

10 23. A computer for presenting media to its user, said computer comprising:
at least one client media player program operable to enable the user to play, browse, preview, purchase or download present media items for the benefit of the user;

15 a network interface that permits said client media application program to interact with a media commerce server that stores or manages a plurality of media items that can be browsed, previewed, purchased or downloaded; and

a task manager that manages performance of at least browse, preview, purchase or download operations by assigning priority levels to each of the browse, preview, purchase or download operations, and managing performance of the
20 browse, preview, purchase or download operations in accordance with the assigned priority levels.

24. A computer as recited in claim 23, wherein each of the browse, preview, purchase or download operations are executed by a different processing, and
25 wherein said task manager causes the processing to be performed in accordance with the assigned priority levels.